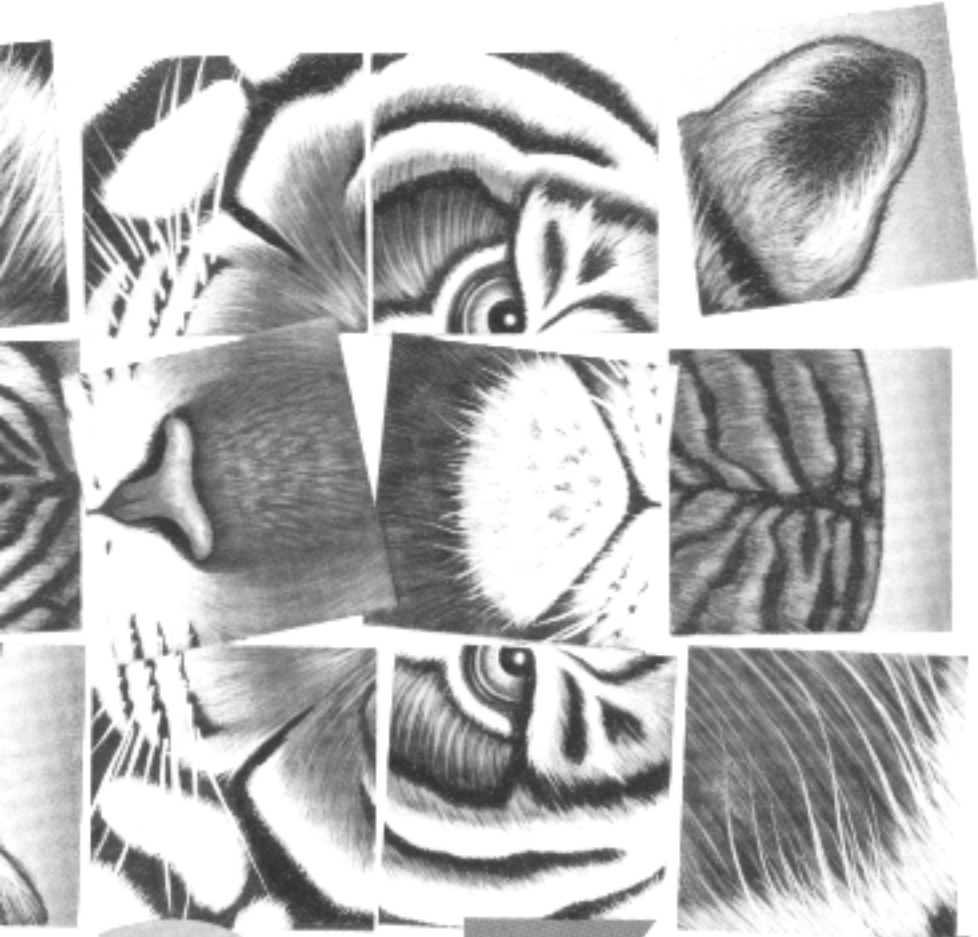


# PUZZLE™

## INSTRUCTION MANUAL

IT'S THE ULTIMATE MIND GAME.

AN OPPORTUNITY TO TEST YOUR WITS.

AND SOLVE OVER EIGHT CHALLENGING PICTURE PUZZLES.

IT'S NOT AS EASY AS IT SOUNDS.

JUST TRY AND PICTURE IT.

# THINK ABOUT IT.

You make your first selection. The picture appears on screen. But within seconds, right before your eyes, the puzzle is scrambled and you must restore it to its original form. And don't forget that you're racing against a clock. It's not just a question of IQ, it's a matter of speed. Now do you get the picture?

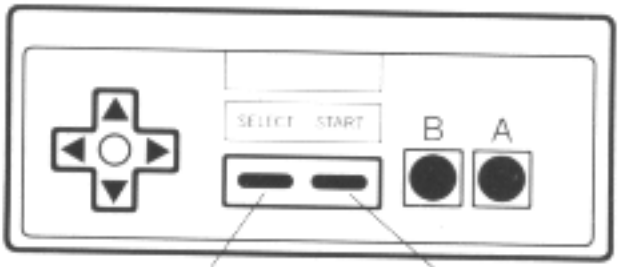
No matter how many times you select a puzzle starting level, you'll never solve/unscramble the same one twice. That's because the puzzles pieces are randomly configured every time.

**Solve it.**

- Slide the square pieces around a confined area.
- You are only allowed to move a piece that is next to an empty space.
- If you have no more good moves or are in a risky mood, you can challenge the computer to a game of chance but it will cost you 60 seconds on the timer. The reward for winning is a bonus move that allows you to exchange any two pieces.
- As you progress from PUZZLE level 1-8 the images become more intricate, there are fewer open spaces and the challenge keeps getting tougher!
- If you can solve each of the eight puzzles, put your genius to the test with two more hidden expert rounds.

So prove that you're a puzzle mastermind and start unscrambling.

# MIND CONTROL.




**Activate Your Brain Power.**

1. Make sure the power switch on your control desk is OFF.
2. Insert PUZZLE game cartridge.
3. Turn the power switch ON.

**SELECT:**

- Toggles music on and off.
- Selects one of the 8 puzzles.
- Press to activate HELP screen.
- After game is won, press to continue to next puzzle. (NOTE: The HELP screen can only be viewed 5 times.)

**START:**

- Press start to begin new game.
- During game, press to pause.

**BUTTON A:**

Press to pick up the piece under the cursor hand.

**BUTTON B:**

To challenge the computer to a game of "Rock, Paper Scissor" or "Roll the Dice." Once in this mode the buttons are as follows:

**Select Button:**

Selects the game of your choice.

**Button A:**

Push twice for one round of this game.

**Button B:**

Push to leave this mode.

If you win the challenge, you get to swap any piece with another. All you have to do is press Button B to exit and move the hand cursor to the first piece you wish to swap with another piece. Move the second hand cursor to the other piece you want to exhange places with. Or you may move any piece to an empty space. Use the challange feature sparingly because every time you do 60 seconds will be subtracted from your time.

# IMAGE CONTROL.

If you forget what the picture looks like, PUZZLE enhances your memory by giving you the ability to refer back to the original image. Just press the SELECT button during play to sneak a glance. But use this help sparingly — you only have five opportunities during each puzzle.

Thank you for purchasing PUZZLE. We hope it will provide you with many hours of fun and excitement.

## Compliance with FCC Regulations.

This equipment generates and uses radio frequency energy and if not installed and used properly that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC rules, which are designed to provide reasonable protection against such interference in a residential installation. However there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

## How to Identify and Resolve Radio-TV Interference Problems.

This Booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402. Stock No. 004-000-00345-4.

## American Video Entertainment 90-Day Limited Warranty.

AMERICAN VIDEO ENTERTAINMENT, INC. warrants to the original purchaser of this software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety (90) days from date of purchase. AMERICAN VIDEO ENTERTAINMENT, INC. agrees to either repair or replace at its option, free of charge, any AMERICAN VIDEO ENTERTAINMENT, INC. software product. Before any returns are accepted you must call our warranty department (408-453-8088) for a return authorization number. You may then return the product postage paid, together with the return authorization number, sales slip or similar proof of purchase.

THIS WARRANTY IS NOT APPLICABLE TO NORMAL WEAR AND TEAR. THIS WARRANTY SHALL NOT BE APPLICABLE IF A DEFECT ARISES OUT OF ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT OF THE SOFTWARE PRODUCT. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY EXCLUDED. THIS WARRANTY IS LIMITED TO THE 90 DAY PERIOD DESCRIBED ABOVE AND IN NO EVENT SHALL AMERICAN VIDEO ENTERTAINMENT, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES RELATING TO THE SOFTWARE PRODUCT.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

# FREE GAMES!

## American Video Entertainment Video Game Registration Card

Fill out this card, send it in, and we'll enter your name in our monthly drawing for a free game.

*First Name* *Last Name*

*Street Address*

*City* *State* *Zip Code* *Age*

*Area Code & Phone Number*

Thank you for purchasing PUZZLE. Please take a moment to answer these questions:

How many video games do you own? _____

How many of them are American Video Entertainment games? _____

Please rate the following aspects of the game (10 = excellent, 1 = poor):

| | | | |
|---|---|---|---|
| *Playability:* | 10 9 8 7 6 5 4 3 2 1 | *Action:* | 10 9 8 7 6 5 4 3 2 1 |
| Graphics: | 10 9 8 7 6 5 4 3 2 1 | *Overall Rating:* | 10 9 8 7 6 5 4 3 2 1 |

Where did you hear about this particular game?

☐ In a store ☐ From a friend ☐ An advertisement ☐ Press review ☐ Other: _____

*Send this card to:* American Video Entertainment, Inc., 1348 Ridder Park Drive, San Jose, CA 95131.

AMERICAN VIDEO
ENTERTAINMENT ™

Note: In the interest of product improvement, specifications and design are subject to change without prior notice. PUZZLE © 1990 American Video Entertainment, Inc. Game program and graphics are property of American Video Entertainment, Inc. and may not be copied or duplicated in any way for any purpose.
Nintendo & Nintendo Entertainment System are trademarks of Nintendo of America Inc.

Address all correspondence to: American Video Entertainment, Inc., 1348 Ridder Park Drive, San Jose, CA 95131